A hard pill to swallow: Sims-like simulations are likely too large for small indie devs to handle.
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Sooo...

I want to talk about an increasingly apparent reality of life sims, development. We often talk about The Sims as a monopoly, but reality is, the Sims has this genre down to a science, they have been making this unique genre for decades, and they are AAA giant with enough cash flow to hire large amounts of talent. There is a specific technical reason why Life By You was cancelled and why Paralives is currently delaying to overhaul their simulation.

I want to break an illusion our community may have about this genre and what it requires to successfully create and bring to a playable state - and why we should, going forward, be a bit skeptical of indie-devs promising this kind of game. To understand why this keeps happening, we have to look at the difference between a "Game" and a "Simulation."

1. The "Dollhouse" Fallacy (Why Build Mode is a Trap)

We all fell for this. We saw the beautiful build tools of Paralives (curved walls, color wheels) and assumed the gameplay was just as far along.

* **Static Data:** Building a house is just placing "dead" objects. It’s easy to code. It looks pretty in screenshots.
* **Dynamic Data:** "Living" in that house requires an AI that can navigate a world you just changed.
* **The Reality:** Paralives has likely spent 5 years perfecting the "Dollhouse" (Static) and is now realizing that the "Dolls" (Dynamic) are incredibly broken.

2. The "Interaction Matrix" (Why Animation Kills Indies)

In an RPG like Stardew Valley or Skyrim, if you press "Attack," the character plays the Attack animation. It doesn’t matter if they are happy, sad, or standing next to a chair.

In a Life Sim, **Context** is everything. This creates an exponential math problem called a "State Machine."

If a Para wants to "Cook Dinner," the code doesn't just play an animation. It must calculate:

1. **Mood:** Are they sad? (Slumped shoulders animation).
2. **Object:** Is the stove cheap? (Longer cook time).
3. **Social:** Is someone else in the room? (Turn head to look at them).
4. **Pathing:** Is there a baby on the floor? (Walk around).

The Sims 4 has 25 years of "spaghetti code" to handle this. Life By You tried to use AI to guess these animations and ended up with the infamous "gorilla arms." Paralives is hand-animating this with a tiny team. It is a task that typically requires a team of over 100 devs.

3. The "Utility Curve" (Why Needs Are Hard)

You might think coding "Hunger" is just a timer that goes down. It isn't.

* **Linear vs. Curves:** If hunger was linear, you'd eat constantly. In The Sims, needs use "Utility Curves." Hunger impacts your mood quadratically (it matters more the lower it gets).
* **The Balancing Act:** The game is constantly doing calculus to decide: "Should I pee (Bladder 10) or Eat (Hunger 40)?"
* **The Crash:** When you add a new feature (like "Jealousy"), you have to rewrite the math for every other interaction in the game. This is why simulation games are so buggy.

4. Inzoi vs. Paralives

This explains the current state of the market:

* **Inzoi** has a **Content Problem**. The engine works (thanks to Krafton's budget and Unreal Engine 5), but the game feels "empty" because they haven't written the quests/aspirations yet. This is fixable.
* **Paralives** has an **Engine Problem**. Reports suggest the characters struggle to walk through doors or interact naturally. You cannot "content" your way out of a broken engine.

I'm not saying this to hate on Paralives. I am a backer. I want them to win. But we need to stop treating "No Paid DLC" as a moral victory if it means the developers starve before the game works.

The scope of a "Life Simulation" is not just "make a cozy game." It is arguably the hardest genre in software engineering to execute. Skepticism isn't "being a hater" it's recognizing that these small teams are trying to do with 12 people what usually takes 500.

COMMENTS (47 fetched)

[u/ButteryAwesome] [361 pts] [Nov 21, 2025]
This post is really pretty spot on. I made The Sims for a decade, and this articulately pretty much summarizes the issues with a "scrappy spoiler". When I was directing the games, I had a shorthand version of this, ironically to calm Sims developers who were worried about someone coming in and "beating us" (and their associated livelihoods) :).

My simplistic version was "EA may be inefficient, bureaucratic, and all that, but for how successful The Sims is, it’s a massive risk. It takes hundreds of millions of dollars to make a new Sims game from the ground up. If someone could do it twice as well, it would still cost tens or hundreds of millions of dollars.

The Sims is an iceberg.

It feels small because each and every one of us plays it small... in our own very special corner of that entirely not small experience.

And to compete with that, a developer/company has to trust that spending at least tens of millions of dollars will result in people paying you 5-10 times that much for what you made. Or you can focus on one aspect (building, fun chaotic social moments, storytelling, etc), but then you have to hope the same return is there with an even more specific audience. And that’s a really really hard sell to pretty much anyone... including EA.

EA would never make The Sims again. It would never be green lit.

But it was and found its people and it’s amazing, so it gets to keep being.

On the specific notes though... Here’s a screenshot from the 2D prototype that we made at the start of Sims 3. This was fully playable. It included most of the progression, collection, socialization, careers, and other systems that comprised the core game. We left out the weirder bits, but we did explicitly work through how vampires, aliens, cow plants and whatnot would work within those systems. It even implements many of those systems in the same underlying scripting language used in the final game (C#). To OP’s point though, it didn’t address things like routing and animation complexity, and that was exactly where all of the issues, frustrations and resets happened later.

Building and playtesting this over 6-9 months was easily the most important early decision. It’s the reason we were able to cram so many fully realized systems in Sims 3 and it laid the foundation for the team to really "riff" on things during development.

But again, that requires a commitment (and money) to "waste" 6-9 months making a thing that no one will ever see.

That’s not something most smaller studios can manage or stomach, regardless of how much I wanna play a new non-Sims Sims :).

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02e31916be135f267891f6606

[u/stellae-fons] [104 pts] [Nov 21, 2025]
It’s incredible to get to see this prototype, thank you for sharing. :D

[u/ButteryAwesome] [47 pts] [Nov 22, 2025]
Of course! I love sharing these weird historical artifacts :). I have a short write up on my site about this one, but I intend to do a full break down/video eventually. Mostly nerdly designer bits, and maybe "cruel" if you don’t want to know how rainbows are made :), but there’s so much in there and thinking through what made it and what didn’t (and why on both) is interesting to me.

[u/stellae-fons] [5 pts] [Nov 22, 2025]
I’ll check it out! :3

[u/Odd-Cheesecake-5910] [2 pts] [Nov 23, 2025]
I, for one, would LOVE to hear more. For one, I’ve always found it facinating how the Sims ran. I remember Sims 1 and grabbing it, so excited. And I was NOT disappointed. Also, Im currently working on the design [nearly finished this, and gearing up for next phase] of a cousin-type app, and I want to mitigate future headaches as much as possible.

[u/glitterary] [1 pts] [Nov 24, 2025]
Omg I would love this! Please give us all the detail you can!

[u/dusty_pink99] [1 pts] [Nov 25, 2025]
Please make the video at some point. If I knew someone who was a The Sims 3 developer i’d brag for the rest of my life lmao. It’s the best game ever. So many innovations. Literally like what OP says, EA was able to afford so many talents like you and you made a masterpiece.

[u/Alarming_Manager_332] [0 pts] [May 27, 2026]
I’ve watched almost every Maxis and EA Sims dev talk out there - what you guys do is super special. I understand Paralives is very hyped right now, but the "multitasking" that the Sims 4 has is so brain meltingly impressive. I just cannot see an indie team do this part of a Sims game well, without making huge compromise to UI/UX, object interaction and animations in world, plus good build mode, PLUS good autonomy/AI and enough gamification and scenarios to make it all fun and novel in the ways modern Sim gamers enjoy. What’s your blog, I would love to read more of your stuff!

[u/FuckerOfEverything07] [124 pts] [Nov 21, 2025]
OMG someone from TS3 team!? I just want to say it’s the best Sims ever and to this day still nothing comes close to it, thank you for contributing to it’s creation 11 yr old me’s mind was blown the first time I saw the open world trailer in 2008 :D

[u/ButteryAwesome] [28 pts] [Nov 22, 2025]
Thank you so much (from me and all the people who made it who might not see this even after I forward it to them :)).

[u/blondiesweett] [5 pts] [Nov 23, 2025]
Sims 3 will always be on my heart. I don’t think any game on this world can beat what it meant for me. It’s perfect on every aspect. Thank you so much for sharing this with us. It’s great to see a little bit of how this game came about. Something like a treasure chest.

[u/candesco] [1 pts] [Nov 24, 2025]
TS2 is the best. TS3 comes after it. Open world is indeed best part i like about ts3 and unlike some others i also liked world adventures, with those puzzlegames. For me that is one of the best expansions for ts3. And i like the star system that came with late night. Bridgeport is my favourite neighbourhood of ts3. Downside of ts3 is that it became more serious and there were also lesser interactions. In TS2 you have those little things, like pranks and then how some sims react. Often it result then in a fight. That’s what makes ts2 great.

[u/FuckerOfEverything07] [3 pts] [Nov 24, 2025]
For me TS3 expanded on a lot of crucial things I can’t go back to TS2 for long plays, only sometimes for nostalgia

[u/FinnSkk93] [1 pts] [Nov 24, 2025]
For me it’s the opposite! I live sims3 and play it quite alot but always go back to Sims2! I love dating and having my own stores, memories, fears and wants etc. Open world is fun tho.

[u/AliceTheGamedev] [49 pts] [Nov 22, 2025]
Your 2d prototype makes me wonder if "just" a 2D life sim with limited building and character customization would be the way to get this kind of thing working on an indie scale.

[u/ButteryAwesome] [31 pts] [Nov 22, 2025]
That’s a really good point. I definitely think more focused games are feasible (lower scope, lower cost, lower risk, more successful "comps"). Someone here mentioned RimWorld (which I love), and that’s a great example of choosing focus and executing really well. I don’t think of Stardew as a life sim per se, any more than Harvest Moon, Rune Factory, etc. (which I also fanboy’d over :)), but it chose a focus and executed it lovingly and really well. Still big risks, but it makes me so happy that they’ve succeeded so wonderfully.

As an historical aside, I/we prototyped something in that vein at Blizzard as part of Titan (Overwatch MMO precursor that didn’t ship). It had way more depth in the individual systems like gardening, fishing, hacking, cooking, running a restaurant, etc. to fit better into a larger MMO, and included full house customization. But it had a strong functional "spine" to support that grindy long tail MMO progression (think "this kitchen has a better stove slot so I can place my legendary oven" :)). Not a life sim in the usual sense, but there were simulated NPCs with relationships, motives, etc. and you could grow epic tomatoes, so make of that what you will... :)

I’ve been remiss in updating my website and youtube channel, but when I get back to it (soon), I was planning to do deep dives on both prototypes, as they’re very related but

curiously different.

Here’s what that prototype looked like...

https://preview.redd.it/6jp0gd8f8v2g1.png?width=1426&format=png&auto=webp&s=21754b156a17d8f5606325e682838aee9e1cbdc6

[u/Elsbeard] [1 pts] [Nov 26, 2025]
This is so cool!! Thank you for sharing this with us!

[u/snuffbby] [1 pts] [Nov 26, 2025]
it’s so insanely cool to read these anecdotes and learn about the dev process of games you worked on. thank you for sharing with us. <3

[u/Alarming_Manager_332] [1 pts] [May 27, 2026]
Imagine if we could get Dwarf Fortress levels of simulation with good graphics... I think about this all the time lol but I just can’t see someone putting the money down to make it happen.

[u/sparrerv] [36 pts] [Nov 22, 2025]
theres a decent amount of 2d life sim or adjacent games: to pixelia, life sim world, dwarf fortress...

[u/SuddenDragonfly8125] [14 pts] [Nov 22, 2025]
and the mobile games like bitlife (albeit not with building, they’re text-based)

[u/AlarmingDurian8787] [2 pts] [Nov 25, 2025]
Considering the systems in it, it’s mad and insane a single dev made to pixella. I’d love to see that dev team up with some others and uplift those systems into a 3D game.

[u/stellae-fons] [14 pts] [Nov 22, 2025]
RimWorld is like this and I can’t praise it enough. It’s also very stable and easy to mod. If you want to play it like a cozy farming life sim you totally can.

[u/lpwave6] [10 pts] [Nov 22, 2025]
That would be what Tiny Life is attempting.

[u/oldinfant] [32 pts] [Nov 22, 2025]
i wish there were a documentary about making ts3 with the actual teams and devs talking about their experiencethank you so much for sharing a little with us

[u/ButteryAwesome] [27 pts] [Nov 22, 2025]
Well, my son is a gamer in film school who still plays Sims 3 from time to time, so maybe... someday... in a very unofficial way :).

[u/blondiesweett] [2 pts] [Nov 23, 2025]
That would be so incredible omg I would LOVE that too.

[u/SundaeTrue1832] [31 pts] [Nov 22, 2025]
Bro I salute you for the Sims 3, 3 is one of the best thing that ever happened to humanity and i will be honest that both 2 and 3 are better than Sims 4. Even though Sims 3 lag a lot and seems like it is being hold together by duck tape and prayer, it is ambitious, remarkable and I can tell that the dev cares. Thank you

[u/ButteryAwesome] [32 pts] [Nov 22, 2025]
Thanks! Creating Sims 3 was my favorite "life experience", and it makes me so happy that people "get it". It’s old and imperfect, but I wanna hug it :).

On Sims 4, I know that team well now (up to a few years ago anyway), and I know they love The Sims. Different constraints, different ingredients, different external forces. Anyone who knows me know I don’t love Sims 4, but I also didn’t make it. I didn’t have to live through their constraints, pivots and challenges, I love what the team has done with what they had and had to deal with.

I do hope they take a beat to "reset" and re-find that magic for a mythical Sims 5. I don’t think the magic aged out. The same magic is still magic, it’s just not as obviously magic and easy to "sell upward" as it was maybe a decade ago.

[u/SundaeTrue1832] [13 pts] [Nov 23, 2025]
yeah NGL i think sims 4 team DOES care about the sims but anyone can tell that it was the executives up there who keep messing with the sims and told the team to break a pack into pieces so EA can sell a broom for 5 bucks. I think the sims need to be less family friendly, bring open neighbors and the difficulty back and EA can be less greedy (wishful thinking on the greed part lol) are you working on any game rn?

[u/Cadowyn] [2 pts] [Nov 23, 2025]
Who knows now that they are private.

[u/Grouchy_Staff_105] [4 pts] [Nov 22, 2025]
who was the genius responsible for the selective loading that let us have no transitions when traveling?

[u/blondiesweett] [1 pts] [Nov 23, 2025]
I agree with you! I love the way you think and I guess that’s part of what makes Sims 3 so special to me and so many people; the way of thinking just connects. And that’s definitely awesome. Even though some of us don’t connect that much with Sims 4, it’s good to know we had our chance to feel that magic formerly. And that’s why Sims 3 always gonna be a legend.

[u/Alarming_Manager_332] [1 pts] [May 27, 2026]
I feel like such a minority but I really love what they did under the hood with TS4. I feel like if there were more time and resources to do more final touches and expansion on what was already there, TS4 would be getting a lot more love. But yeah - all my love to the Sims 4 team, I see what y’all did with the interaction and decision making parts and you guys NAILED it. I remember seeing the multitasking in an early demo and literally cried bc it was so ground breaking. Love their work, hope to see their amazing brains put to good use in future sims.

[u/Yolj] [13 pts] [Nov 22, 2025]
Betty Newbie: Who the FUCK is Cadance??

[u/ButteryAwesome] [16 pts] [Nov 22, 2025]
I am a very unserious person. Or at least, I am the person who makes inappropriate jokes at the most serious times to get people to crack and relax... or to prevent a meeting from starting on time. I guess it works because I generally *am* a serious person when it matters. It just makes me uncomfortable when everyone *else* is serious.

My friends know that when I say "You win", I mean that they made me actually laugh out loud reading their note... alone by myself. There's just something about laughing alone that elevates something to a special place for me.

Anyhow... You win.

[u/ButteryAwesome] [20 pts] [Nov 22, 2025]
Also... (as I realize for the first time that someone misspelled "Candace" 17 years ago, so thanks for that).

This is Cadance...

https://preview.redd.it/ci52qw5xhv2g1.png?width=597&format=png&auto=webp&s=7128e135bb7619f6d8fc3e5cc3eaa75da687001e

[u/SuddenDragonfly8125] [8 pts] [Nov 23, 2025]
Can I ask why you guys went with traits instead of the personality scale after 2? Traits seem a lot more flexible and to open up more fun/extreme(?) opportunities, but from the outside seems like it would be harder to make it work well?

[u/ButteryAwesome] [16 pts] [Nov 24, 2025]
That's a good question, and there was a ton of thought that went into that decision. The core motivation was how players thought about assigning personality values/sliders in Sims 1 and 2. Players would want to make a sim "neat" or "mean", so they'd put as many points as possible into those, but due to overall point constraints, they'd end up making their sim some squishy hybrid with a bunch of 4s, 5s, etc. If they didn't have point constraints, they'd generally just max things out or leave them in the middle.

Then we'd map those values onto behaviors. It was either too subtle (think 5% slower walk speed when performing a cleaning interaction because you're 1 sloppy or a slight change in weighting when choosing what to do next) or there would be invisible "thresholds" that would trigger/enable discrete behaviors. But from the player's perspective their "neat" sim often did not neat things, and they might not even have any unique interactions even though they thought putting those four points into neat was defining their roommate to a T.

Personality traits were a way to let players make those chunky archetypes without the mysterious indirection through analog sliders.

What made them (somewhat) practical to implement was that they could have very narrow impact and still feel like they defined your Sims. The "never nude" trait was silly, but it was the poster child for a trait that, when you applied it, was clearly manifest (not getting naked in the shower), it was kinda lame, but you noticed it every time it happened, and it did little else. That created a spectrum that let us really lean in to and be heavy-handed about the effects of some traits across a bunch of the game (e.g. "neat") but also add "one off" traits that had notable impact only within a narrow scope. The fact that traits also rarely directly interacted with each other made it less perilous to add new traits and kept everything from getting watered down and "averaging out" over time and becoming just noise.

My friend Ray who was one of the core/original Sims 2/3 designers has a great write up on his website ([Designing Character Traits in The Sims 3](https://www.raymazza.com/post/designing-character-traits-in-the-sims-3)). Here's a photo of one of our early trait brainstorms. You can see how we used pop culture characters as key examples of how we as humans "chunky describe" people with notably distinct characters. We also referenced the language people use to describe themselves in personal ads (Tinder and the like now I guess) ... think "I like long walks on the beach and sunsets with my dog" and all that :)

https://preview.redd.it/6364u12er33g1.jpeg?width=2071&format=pjpg&auto=webp&s=eeebbb54d715f8fbd268fd622bfff98ee04a08ca

[u/ikeabear] [4 pts] [Nov 25, 2025]
this is absolutely fascinating!

[u/pinkbubbleliquid] [2 pts] [Nov 24, 2025]
I'm not sure if I understand it correctly since English isn't my first language, but the traits system was something I didn't like in The Sims 3, and I don't like it in The Sims 4 either.
A person's personality is interesting because everyone is somewhere on a spectrum. I get that some people wanted their Sim to be clearly neat or outgoing, and with a lower level on the spectrum it wasn't always obvious but for me, that subtlety is what makes a being feel complex and conscious.
The traits system just feels like a simplification.
Especially when you can only pick 3 or 5 traits and you have to choose between being neat and liking something (which could easily be part of a hobby system instead).
I feel like everything that came after The Sims 2 is kind of a downgrade.
I'm not a specialist, it's just my opinion and how I personally feel.
It would be amazing if you could share your perspective as someone who worked at EA.

[u/ButteryAwesome] [8 pts] [Nov 25, 2025]
For sure. The traits system is definitely a radical oversimplification of actual human behavior/identity. But it did let people create more recognizably distinct Sims that they could identify with (imho).

For what it's worth though, during development, we did have a concept of traits that had a more analog/squishy value as well. The idea was that some traits (e.g. neat) were

particularly meaningful in the world of The Sims and that being "20 neat" could be meaningfully different than being "60 neat" and that we could manifest that recognizably within the game. There would still have been discrete traits that were more explicitly on/off, but they would intermingle with more nuanced traits.

In the end, the complexity of that distinction just didn't pay off in impact to the player, so we had to limit ourselves to discrete traits. I still think it was the right choice and love that design, but I agree that having some more variable traits could be interesting and could support even more types of Sims.

[u/pinkbubbleliquid] [3 pts] [Nov 26, 2025]
Thank you so much for your reply and for the precious insight you provided as someone who actually worked on that matter :)

[u/SuddenDragonfly8125] [1 pts] [Nov 25, 2025]
Thanks for the great answer, and the link! It's interesting/enlightening to see how this design decision centered sims' personalities as a core element (I think?). Makes a lot of sense!

It was very clever to take inspiration from how people describe/advertise themselves.

[u/Yolj] [3 pts] [Nov 23, 2025]
Thank you again for sharing all this! Traits by far are my favorite feature that has been added to the entire Sims franchise. So interesting to see their development along with beta traits that didn't make the cut. Shout out to Cadance for having her entire personality exposed so we could see this

[u/Yolj] [3 pts] [Nov 23, 2025]
That is such an honor to hear from someone who got to work directly on the Sims 3. As you can tell by my flair, I'm kinda a fan lol. I'm glad my comment gave you a good laugh and brought up some fun memories from 17 years ago!

[u/Mind-y] [30 pts] [Nov 21, 2025]
Thank you so much for sharing your experience !

[u/LunarNepneus] [28 pts] [Nov 22, 2025]
Thank you for making my childhood a wonderful experience. The Sims 3 is my personal favorite of the franchise. You worked at Maxis I assume? One of the best game studios to exist. Miss it every day.

[u/ButteryAwesome] [20 pts] [Nov 22, 2025]
I came to Maxis as the tech director for Sims 2 ("olden days" Maxis) and directed Sims 3 more broadly. I left and came back to direct some Sims 4 DLC (City Life, Pets, Seasons and the GPs and SPs of that era).

Big-M Maxis was easily my favorite home. Weird mix of echoes/reverberations of old school pot-infused crazy (I wasn't there for that :)), really passionate people, genuinely loving your players, and figuring out how to turn that crazy into a Sustainable Thing that a big

company would keep supporting and paying for us to make.

[u/LunarNepneus] [10 pts] [Nov 22, 2025]
I really can’t thank you enough, I have some very fond memories of playing the Sims at my grandma’s and such haha. The vision y’all had for the Sims was the pinnacle of the series. I remember seeing the announcement date and trailer for the Sims 3, and obsessing over it all Summer (I’m 28 now). It’s so interesting seeing these pictures you’re posting too. I’ve always been an artist, but I’ve been pondering game development recently and it’s really cool to see the beginning stages of things.

[u/RenmazuoX] [9 pts] [Nov 22, 2025]
Thanks so much for taking the time to comment. This provides so much context and is hugely eye opening for me personally. It’s true that Paralives for instance has taken a very atypical approach to development, what with being a publicly funded endeavor and prioritizing things that would help to give it attention rather than the things that made the most sense. That said, I hope that decision hasn’t completely doomed that project from the start, but I can’t deny that everything you said here makes perfect sense in terms of what can realistically be expected for a game of this scope. Only time will tell if something of comparable scope and quality to the Sims could even feasibly be created by a team facing such severe limitations. But this is the post that got me to reign in expectations for any life sim competitor, be it Krafton or Paralives or a third studio.

The cold reality may likely be that The Sims franchise’s simple existence at all and success over 25 years is really just a sort of miraculous enigma.

[u/ButteryAwesome] [23 pts] [Nov 23, 2025]
Don’t get me wrong... I’m following Paralives and really hopeful that they can "find their scope". I think there’s a really charming and compelling life sim in there that I want to play. From the outside, they definitely seem to get the vibe of The Sims more than any independent effort I’ve see thus far.

If you combine the fact that tech and tech accessibility have improved so much since even Sims 4 was released (let alone Sims 3), I think money and passion can go a lot further than it used to.

And I don’t know that The Sims was an enigma as much as it was (somewhat subversively) allowed to grow from a tiny "cheap" seed into something big over many many years and (expensive) iterations. That’s harder to do now I think, but not impossible.

I’m not a business guy by any means, but I think people need to plant more life sim seeds and stop trying to 3D-print trees.

[u/Kkffoo] [7 pts] [Nov 22, 2025]
I’d be quite happy with a life sim that suited me and my small space! Who knows how many others would be happy with that particular simplification.
Maybe what we will see are a selection of life sims aimed at different niches.

[u/AliveFromNewYork] [3 pts] [Nov 23, 2025]
Wow thats so cool. These limitations and challenges seem obvious to me. I can’t imagine thinking making the sims is easy. I love learning about the logic

[u/SheogorathMyBeloved] [3 pts] [Nov 23, 2025]
The prototype looks like the kind of off-brand games I used to play as a teen with a terribly old PC that couldn’t meet the requirements of the real thing, I love it. Super cool to see a part of the sims 3 making process!

[u/MayaDaBee1250] [3 pts] [Nov 24, 2025]
Can you do an AMA? I’d love to get more insights into the development process for Sims 3. It’s one of my favorite games of all time.

[u/ButteryAwesome] [6 pts] [Nov 25, 2025]
I actually did! A few months back I did an AMA over on r/Sims3.... it’s here... [I’ll be hosting a Sims AMA on r/Sims3 - Sunday May 11th at 11am PDT : r/Sims3](https://www.reddit.com/r/Sims3/comments/1kh5odq/ill_be_hosting_a_sims_ama_on_rsims3_sunday_may/)

It’s in the past though, but hopefully there are some interesting bit in there. Maybe if there’s enough interest, I can do another across all the Sims.

[u/lazy_or_depressed] [3 pts] [Mar 23, 2026]
Please do another one
I was absolutely fascinated reading all of your answers! This topic is so interesting to me, I can’t stop marvelling over how much love and effort you and the whole team put into making Sims 3. So many groundbreaking, ambitious ideas!

[u/LizaKhajiit] [2 pts] [Apr 2, 2026]
I was actually one of the people who asked questions in that AMA It was really interesting to follow, thanks for taking the time to do it. I’d definitely be interested in another one, especially covering all the Sims games.

[u/arachnophxbia] [2 pts] [Nov 23, 2025]
thank you so so so much for sharing <3 i really appreciate your work especially as a person who is not only a gamer but an IT worker

[u/Head-Jellyfish-4172] [2 pts] [Nov 24, 2025]
Thank you for helping make sims 3! Somehow it’s still one of the most ambitious video games ever made a decade and a half later!

[u/Obakeidoro] [1 pts] [Nov 30, 2025]
Thank you for showing the working prototype. I keep trying to explain that a working prototype is a must before creation of shiny pretty assets. This visual helps a ton.

[u/Cautious-Issue-8923] [1 pts] [Dec 1, 2025]
At first, I was against reading your reply because it was long, but I am so glad I did. It was so insightful. Thank you

[u/SimmerLella] [-21 pts] [Nov 22, 2025]
OK, so let EA continue to serve post-processed gruel straight outta the toilet because food’s so expensive that it’s all we’re allowed to eat? Great, thanks.

Players need more hope, and scrappy Heroines/Heroes gotta keep trying if they want to!!!! I know I gotta raise a ton of money, but I have nothing to do with my time - barely even a hobby (cough, barely wanna play Sims, cough) - in my life right now and I gotta try to make something of my life.

Your attitude against a "scrappy spoiler" (don’t worry guys, Goliath must win even though we suck! David simply CAN’T save our players!) is gross. You’re really ticking me off against EAxis more, not that that’s hard to do, but you should know better. (It even sours me on Sims 3.) It’s a bad look. You coulda kept your mouth shut.

What’s your intended outcome, here? That we all say, "OOPS - gotta keep buying Sims 4 packs!"? Come on, that’s just cringe.

[u/FuckerOfEverything07] [23 pts] [Nov 22, 2025]
He just says it takes an incredible amount of work, if you think you can make a decent life simulator go ahead nobody is stopping you guys. He didn’t say anything about 4? And yes, surpassing Sims 3 will be very difficult. Even InZOI is boring compared to it, despite having a ton of resources,money and time from Krafton.

[u/Yolj] [15 pts] [Nov 22, 2025]
Are you 12 years old

[u/itsrghtbehindmeisnit] [9 pts] [Nov 22, 2025]
People like you are so incredibly ignorant and unappreciative. I get it sims can be frustrating at times, especially at the price points, but do you genuinely think the people who work on sims 4 intentionally make things buggy? Do you think the people coding the game and creating assets set the prices? The people who do the leg work to create everything are just regular people. And their point is that simulation games are HARD to make. VERY VERY HARD, so hard they probably wouldn’t even be picked up if they were pitched today. If you hate the sims sooooo much literally just stop playing.

[u/Jelly-Beautiful] [2 pts] [Nov 24, 2025]
Go fix your Patreon instead of yapping here bruh

[u/VFiddly] [169 pts] [Nov 21, 2025]
Agreed. Remains to be seen if Paralives will pull it off, but even if it’s done well, there will inevitably still be complaints that it doesn’t have every single feature that The Sims 4 does. There’s some smart stuff they’ve done there (like not even trying to add supernatural elements--I like them, but it’s an easy thing to cut out to reduce the workload).

They may have promised too much early on and will inevitably disappoint people when some of it has to be cut. I am of the opinion that developers should avoid saying what features the

game will have until it’s pretty close to actually being ready. You can make plans for years in advance but there’s no need to announce specific details. People think every plan is a promise. They said Paralives would have boat houses, so if it doesn’t that means they lied!

The animations thing is very true. I’m surprised they’re going with the height slider for Paralives, that seems like it creates a lot of extra work for not much benefit. In most games animations are easier because characters never really have to directly interact with each other outside of cutscenes. For attack animations you don’t have to worry about height differences or body shapes matching up. Much harder when you have to do hugging and kissing and you have to account for all the different combinations of height and age and build that might come up.

[u/stellae-fons] [118 pts] [Nov 21, 2025]
Them including object resizing and height adjustment was one of the things that made me suspect they didn’t know what they were doing. It’s basically impossible to keep animation and pathing working if you’re literally allowing on the fly adjustments to skeletons, meshes, and even navmeshes. These are all things they should have known.

[u/DanielleLeslieAlt] [45 pts] [Nov 21, 2025]
Yeah I think they should’ve stuck to like 6 premade heights for everything including objects so the workload wouldn’t be so much for them, like very small, small, average, above average, tall, and very tall. I think this would satisfy everyone nicely and be a win/win/win scenario, atleast that’s what I would do personally if I was in they’re shoes, but if I had a billion dollars then I would think it’s possible to make resized heights of objects and a height slider for paras would be 100% possible with the budget I would have.

[u/RecordingHaunting975] [19 pts] [Nov 22, 2025]
You can easily get away w/ minimal height differences. Oblivion and Skyrim allow like a 15% increase or decrease before you start sinking into chairs, which is more than enough to have bosmer be smaller and altmer taller. The height slider mod on Sims 4 works well enough as long as you don’t go crazy with it.

I don’t remember how much paralives allows you to adjust but even if they allowed just a 10% difference that’d be more than enough to appease most people.

[u/stellae-fons] [54 pts] [Nov 21, 2025]
They shouldn’t have included height variances AT ALL. They haven’t demonstrated an understanding of the underlying technology in the first place, let alone creating 6 different versions of it.

[u/DanielleLeslieAlt] [27 pts] [Nov 21, 2025]
I guess so, the Sims still doesn’t have different heights so I guess it’s unrealistic for an indie studio to have it either, though I wonder how a game with a budget of $1,000,000,000 would fare with all of the things that Paralives wants to develop with their game.

[u/DanielleLeslieAlt] [38 pts] [Nov 21, 2025]

I know right, height sliders seems VERY ambitious imo, when in all honesty height presets would've been easier I would bet, like very small, small, average, above average, tall, and taller.

[u/threadingtheneddle] [19 pts] [Nov 22, 2025]
Honestly, would not have been mad with height presents. Adults/kids/teens don't vary too much. I think a few height presents for each would have been awesome.

[u/ThatSimsKidFromUni] [92 pts] [Nov 21, 2025]
This is a well thought out post. I wholeheartedly agree. Making a life sim is a lot harder than people think. It's not just placing people into a world and hoping they function.

[u/Dont_mind_me69] [68 pts] [Nov 21, 2025]
The post is written by AI unfortunately. This person has made posts defending generative AI previously and the entire thing is written in the exact style chatgpt uses (the bold letters, the clear ordening of vague terms in a list, "it's not X, it's Y").

[u/ThatSimsKidFromUni] [58 pts] [Nov 21, 2025]
Wow, are people really using ChatGPT to write their own thoughts? That's so lame.

[u/Dont_mind_me69] [42 pts] [Nov 21, 2025]
Yeah, it's kind of sad tbh. Humans have evolved and grown so much over time, we've come so far and have gotten so, so, so much smarter and more educated just for people to stop using their most valuable built-in resource in exchange for a soulless robot.

[u/onlyifitwasyou] [26 pts] [Nov 21, 2025]
Ugh, you're right. I hate that I'm gonna have to train myself to read this far into it at first.

[u/bwucifer] [25 pts] [Nov 21, 2025]
Yep, GPT (at least the free/'fast' model in my experience) can get pretty messy with formatting when multiple lists/indentations are involved in a single output, and that's clear-as-day here. Number 1s all over the place in headers, a stray number 3, incorrect indentation, lmao. Shows they just copied the output and pasted it to Reddit without even looking at it.

[u/Dont_mind_me69] [22 pts] [Nov 21, 2025]
It's also just full of incorrect information. "The Sims 4 has 25 years of spaghetti code to handle this"? The Sims 4 hasn't even been out for ~~4~~ 25 years girl whatthe entire rest of that paragraph is also just... not how it works

[u/junmimi] [6 pts] [Nov 22, 2025]
I think they were referring to the sims franchise. It has been 25 years since sims 1 release

[u/Dont_mind_me69] [4 pts] [Nov 22, 2025]
Yeah, I figured that's where that number came from too. It's still funny though and also wrong in multiple ways, they specifically say the Sims 4 and not the franchise in general,

and the earlier games are also just less buggy by far. Spaghetti code was WAY less of an issue 25 years ago.

[u/bwucifer] [5 pts] [Nov 21, 2025]
>The Sims 4 hasn’t even been out for 4 years girl

Hold on...what? TS4 has been out since 2014, right? Or was there some big engine upgrade that happened four years ago that was a kind-of reset? I don’t really like TS4 all that much so I don’t follow it, so idk. Totally hear you on the rest though, the TS4 engine was built from the ground up. 25 years of experience among some developers, sure, maybe, but definitely not 25 years of code.

[u/Dont_mind_me69] [10 pts] [Nov 22, 2025]
Sorry typo I meant to say 25 years but I was thinking of the number 4 since it’s the Sims *4*, maybe I’m turning into an AI too

[u/Few_Cup3452] [-8 pts] [Nov 22, 2025]
Calling things AI that arent AI as well (sims walking around). That’s not AI but ppl who use AI a lot think it is

[u/cheeto20013] [176 pts] [Nov 21, 2025]
> The Reality: Paralives has likely spent 5 years perfecting the "Dollhouse" (Static) and is now realizing that the "Dolls" (Dynamic) are incredibly broken.

This explains it very well. Since the beginning Paralives has been focused way too much on showing off animations rather than gameplay. They should’ve figured out the mechanics before making the game look pretty. And I would say even before announcing it at all.

They’re working backwards. First the aesthetics, later the actual mechanics. While it should be the other way around. Now they have a game that’s pretty to look at, but doesn’t function.

EA should be to fix bugs but at this point they’re still at the stage of actually creating the game mechanics.

[u/acheloisa] [83 pts] [Nov 21, 2025]
"before announcing it"

This is the trouble with Kickstarter games. They had to announce it to start working on it because that’s where all of their money came from. It is also why development feels so much longer than other games - most studios don’t announce projects when they are ideas, but when they are already years deep in development.

When you’re a single person or a very small team funding a game 100% through public support, you have to make your game dev accessible to the public way earlier than it should and yes, make it look good, because otherwise you lose your funding. It is not an enviable position at all. I do very strongly believe in the paralives team and think that they’ll eventually make a pretty solid game, but I’m worried that too many people lack

understanding in this kind of thing and will be disappointed with it because it’s not on the same level as the sims

[u/threadingtheneddle] [17 pts] [Nov 22, 2025]
I really thought they were only sharing animations with Patreon people’s. I didn’t mind that at all I figured we would all see it eventually. I am surprised that it isn’t further along but I really want to speak with the testers that played the game. I am so curious about their thoughts.

[u/sdtokc] [12 pts] [Nov 22, 2025]
My biggest issue with the people who donate expect to much. It seems like when they first announced it everyone expected it to be what the sims was not at the time. They all demanded features that the sims 4 didnt have they all wanted some seriously involved programming. They were expecting a sims 4 product on an indie budget. If paralives isn’t released in the next 2 years I think its going the way of life by you. The only thing that maybe able to save them is if they extremely scale back on some actual gameplay stuff to start and just update features as time goes on. Nothing is perfect at the start. They really need to rethink about no dlc payments because with that they can expand and have a bigger team to help with all the features people want in this game and really make it a great game over time.

[u/SimmerLella] [5 pts] [Nov 21, 2025]
That whole funding thing will change soon, because people are waking up.

They’ll either want Gameplay First or, well, not trust any upstart at all. That last part is sad because corporations will not save this genre.

I hope I can make my game.

[u/Jelly-Beautiful] [1 pts] [Nov 24, 2025]
Go fix ur Patreon bruh

[u/Frozen-conch] [48 pts] [Nov 21, 2025]
I think maybe this also explains why I don’t care for the vibe that paralives gives off. It’s too heavy on the dollhouse cozy game feeling for my tastes

(That and I don’t like the art style at all)

[u/DanielleLeslieAlt] [9 pts] [Nov 21, 2025]
The art style leaves a lot to be desired if I’m being honest... I would’ve honestly tolerated it if the gameplay was good or better than the Sims 4 but considering that the team hasn’t focused on gameplay at all after 6+ years being in development, I honestly have my doubts that this game will be any better than Sims 4 was at launch and that’s sad because I thought the team making this game was passionate about it and Sims fans themselves, but I guess they were only dollhouse fans and not gameplay fans unfortunately... If I was in their place I would honestly try and replicate The Sims 1 in terms of difficulty actually mattering and becoming rich being rewarding as Hell, Sims 2 in terms of storytelling, rotational gameplay, personalities actually mattering and everyone

being different and distinct from each other with the points system, Sims 3 in terms of having multiple traits, story progression, gameplay, color wheel, and open world. I don't like base Sims 4 graphics, so for graphics I would take heavy inspiration from The Walking Dead Season 1 or 2 graphics or maybe Life is Strange Season 1, 2, and Before The Storm style graphics, or maybe even some new graphics never seen before in the life stimulation genre like anime inspired graphics, I think personally going too realistic in terms of graphics will make the game look outdated in the future and lose a lot of personality that it distinctly could have as a life simulation game, because not everyone wants to play realistically, but you can still have a distinct art style that resembles reality enough while being appealing, there's a lot of simplified art styles that I like and I think would be appealing in a life simulation game whether it was 2D or 3D.

[u/SimmerLella] [-1 pts] [Nov 21, 2025]
It's not even pretty. The grass is even flat like the first Sims 4 worlds. I hate the art style.

[u/NeonFraction] [69 pts] [Nov 21, 2025]
Absolutely fantastic write up. As a dev myself, the way people underestimate the difficult of making games can be very frustrating.

The hardest parts of games are the parts gamers are least likely to recognize until they see them as 'glitches.'

[u/oldinfant] [3 pts] [Nov 22, 2025]
>As a dev myself, the way people **underestimate the difficulty of making games** can be very frustrating

most of us don'twe lie in wait ready to pounce once the game we dream about playing is released and we pull for the devsthe thing about people is we usually only notice the loudest ones, but they are not the majority even if it looks like they areto me devs are like secret magical race that create wonderspls don't pay attention to bullies

[u/NeonFraction] [3 pts] [Nov 22, 2025]
That's true! Sometimes the annoying ones shout the loudest.

[u/cascadamoon] [59 pts] [Nov 21, 2025]
I'll probably get crucified for saying this but paralives is more than likely going to need investor support. They of course need to create a contact keeping creative control or what have you. This is because they're a small team of under 20 people and once the game launches the same people doing development are gonna be working on bug fixes and this will greatly impact development time. I know they want to add in horses in 2027 from the roadmap I believe and horses are one of the most difficult things to do in game dev and even animation for movies. They just need to be able to hire more people plain and simple. This is not including the fact that they live in Canada which is an incredibly expensive country to live in

[u/SimmerLella] [18 pts] [Nov 22, 2025]

To be fair to Alex, he’s got a sweet deal employing in Canada. It’s actually much cheaper than the U.S. both to live AND employ people full-time. It’s scary expensive in America to hire a team full time.

[u/cascadamoon] [6 pts] [Nov 22, 2025]
As far as health insurance but with CAD being more makes it more expensive but even with conversion rates Canada is still expensive, the rural parts maybe not so much.

[u/Silly-Snow1277] [102 pts] [Nov 21, 2025]
100% agreement

And to add to that "no paid DLC" discourse.
Also: People do this for a living. It takes a lot of time and brainpower and failures along the way.

Yes it would be great to have all that for free and have no DLCs, everything only in updates etc. But why do we expect people to work for free? Would any of us do it? Probably not

EA is no angel, but the Paralives developers also don’t do it just for the love of the community. They want to put a roof over their own heads and the company expects to make some profit to continue working.

[u/dreavous] [42 pts] [Nov 21, 2025]
yeah I think people got burned by the sims nickel and diming players as time went on (see sims 3 supernatural vs sims 4 witches, vampires, werewolves, etc being separate packs) so much that saying "no DLC" seems like a no-brainer, but i definitely think there’s an in between where paid DLC allows the developers to invest more time and resources into the expansions. this is especially interesting since paralives is crowdfunded-does this mean the "free" expansions will be funded by patrons instead? that doesn’t seem like a great alternative to me, nor does relying on sales of the base game to fund further expansions seem like a reliable way of gathering funds. i’d be interested to know what the plans are in that realm.

[u/Silly-Snow1277] [38 pts] [Nov 21, 2025]
Yeah and Sims 3 unfortunately also had that game point system with micro transactions in the shop (I love the game but that was not... great)

I also think business wise there has to be a middle ground. Maybe a "richer" base game, and then fewer dlcs with special content like "supernaturals" or "farming and agriculture".

I’d also dislike the patreons fund it approach.
Worst case would be that or at some point a microtransaction approach where we pay for every couch.

[u/[deleted]] [21 pts] [Nov 21, 2025]
Another thing is dlc is expensive to make.Take adventure awaits, a leaker said it cost more to make now compare to the sims medival.

This is not me excusing Ea,but a lot people dont understand a lot of this takes money,time,and effort that can’t be free.

[u/ZinTheNurse] [48 pts] [Nov 21, 2025]
honestly, the moment I saw that in the trailer - I just couldn’t understand the business model for such a small team for something of this scope. It seems rather presumptuous to make such a bold commitment before even sticking their landing by releasing the game.

[u/Silly-Snow1277] [28 pts] [Nov 21, 2025]
The business model can make sense for smaller games. Stardew Valley was a solo project, that made a ton of money and then I think Eric Barone was able to hire a small group of people for maintenance, updates etc

But not for a life sim game with the dimensions we’re seeing with sims, Inzoi or Paralives..there’s so much to think about that I can’t imagine it as a single person project

[u/loosie-loo] [42 pts] [Nov 21, 2025]
Yeah I can’t help but see the promise of "no paid DLC" as kind of a red flag. Well meaning, but a red flag. I get how the sims has been doing things is bad and I get that the state of DLC has gotten ridiculous, but that doesn’t mean the only right way to do it is to blanket promise no paid DLC from right at the start.

You’re probably either going to have to break that promise or compromise on quality at some point. You can’t work indefinitely with no new income revenues. Paying a fair price for extra content sometimes isn’t the enemy, paying extortionately to *complete* an already expensive paid for game is.

[u/Lady_Darc] [10 pts] [Nov 22, 2025]
Its the kind of promise you make at the end of a sucesseful Early acess, not right before you havent gotten a single penny with your game.

Its really weird, seeing people defending it was really baffling. It was revealing how much of a bubble the "life simulator" fanbase is, they only know DLC through EA’s overly predatory model, and not through the "1 DLC, every year and a half" most indie games with endless updates, and a finite well of money, do.

[u/Frozen-conch] [21 pts] [Nov 21, 2025]
I’m not mad if the paid dlc is sims 1 level of content

Each pack felt like getting a new game

[u/UniDiablo] [5 pts] [Nov 22, 2025]
Yeah, that no paid dlc stuff just seems like easy brownie points when the competition has $1000 worth. Being such a small team, if they manage to keep their promise, the free dlc will just be tiny updates

[u/celestialkestrel] [20 pts] [Nov 21, 2025]
I think Sims 4's DLC model has really skewed people's perception on DLC as a whole and I think it's because their approach has just been awful. But paid DLC isn't bad and I like Sims 1, 2 and 3's approach to it. Because the DLCs for them were heavily around how players liked to play life sims and sort of packaged different styles of play into an expansion to let people play a life sim more how they wanted to play. Like I personally loved Sims 3 Supernatural and Into the Future. It was very much a style of play for me at the time. It wasn't for everyone though and it shouldn't have tried to be. This was for people who liked really niche fantasy and sci-fi gameplay in their life sims. And likewise, things like Generations was for players who loved legacy and family play. Which is also not everyone's cup of tea in life sims either. People could choose to make the games what they want.

So when people say "No paid DLC", what I hear is less freedom to play life sims in the more niche but still popular ways and no way to customise the game to be the life sim you want without mods. And while modders are great and can really change how a game feels to play, they're often limited in what the game gives you and thrive better when systems already exist to do what they want and they can just build off of it.

That said though, Paralives could have always done in the future like Inzoi did with Cahaya. Where, at least for now, it's a free download for everyone but is separate from the base game. But I would have never been against paid DLCs as long as, if I downloaded that DLC, I could have an unique but fleshed out experience.

[u/Silly-Snow1277] [7 pts] [Nov 21, 2025]
I agree so much about the DLC stuff (except maybe Sims 3, that microtransaction system that went beyond the DLCs was...not my favourite)

I' also pro DLC. In the right dose. On the basis of a well fleshed out base game.

My current worry with Paralives is also that some people put a lot of trust, hope etc into Paralives. I doubt it will deliver everything that they hope for. There will definitely be growing pains, there might be some stumbles at the beginning. I doubt it'll be perfect immediately and for everyone.
But people also have to give it room to grow. And currently ai'm afraid that it won't be given that.

[u/SimmerLella] [2 pts] [Nov 22, 2025]
Except Sims 3 only had clothing store mannequins with Into the Future, so even if all you wanted to use was a modded, old-fashioned reskin you HAD to buy ITF or NO clothing stores. And everyone wanted TS2's clothing stores back, we still do.

They were very predatory with Sims 3.

[u/eleventyseventynine] [10 pts] [Nov 21, 2025]
Same about the "No paid DLC" sentiments. I guess people bristle at the thought of you saying you don't want free stuff, but I don't have a problem supporting a small team and their DLC if the quality is there. I happily paid $40 for Sims 3 DLC each time and didn't

feel like I was being robbed since the DLC was mostly high quality then.

[u/SimmerLella] [2 pts] [Nov 22, 2025]
I only work for free when I don’t sell anything. I’d do music passionately my whole life if not for the crippling stress and depression making me not so sure.

I’d code my own game for me for fun, too. That’s work, too. The problem is with sharing that work - it should NEVER become exploiting yourself - don’t "sell" for free!

It just so happens that I’m technically kinda disabled and don’t have income, soooo... That’s why my life’s different, haha.

[u/hex79E5CBworld] [38 pts] [Nov 21, 2025]
My opinion is if RimWorld was possible, a Sims-like simulation is possible too. But you have to focus on the right things right from the beginning and build it from there. Unfortunately, no one is really interested in making one at the moment, and I’m kind of tired of it all tbh.

LBY was more interested in making UGC (user-generated content) like Roblox despite initial marketing material suggesting that it was supposed to be a competitor of the sims. They focused most of their time on their modding tools and forgot about the simulation, reactivity, art direction, etc... add a team mostly coming from a mobile game background, Rod Humble, the idea to go for real time and real dialogue and a publisher with a bad track record and in financial troubles and it’s no wonder that it got cancelled.

In Paralives case, a lot of people have already explained the main problem. They left the live mode to the end of development instead of the beginning. I expect the results will be like Inzoi’s very bare launch but buggier, the game might still be successful due to builders salivating over it... but on the gameplay front? Can’t say it will improve much, since any improvement will cause something they have already done to break. I still don’t believe the paras have a very engaging autonomy from what I have seen also, it’s giving more TS4 than TS2 vibes... Still, it might become a nice builder’s dream game.

Inzoi went for the pretty but shallow approach, making a great marketing that gave them a lot of success during its launch but left most players bored after purchasing it. It had more money and the prettier graphics of the Unreal Engine 5 to play with, but it’s very clear that they have always wanted to go the mmo route. It’s big in Asia so I don’t blame them, but I’m not surprised they are adding such a mode this early in EA without actually flashing out the singleplayer experience first. I will also not be surprised if such a mode takes off, they will drop the single player really fast. It is just easier and faster to let players do the engaging simulation part than to code it in, add the whales that such mode attracts and they simply won’t need the singleplayer experience for their money making endeavours and that is all Krafton cares about.

Finally, we have the current TS4 mess... Most of the systems it does have are only window dressing for you to imagine how your sims would behave but it does not change anything in how the actual sims autonomy works. Why? Because TS4 was built on an MMO template where each sim was supposed to be controlled by another player.

That is why the game's focus was in the young adult life stage from the beginning, that is why everything is easier, no family recognition beyond 4 gen, etc... Everything that makes TS4 feel empty, bland, and boring in gameplay is because it was built as an MMO first, because the fun was supposed to be about interacting with other players. Also why CAS and Build Mode systems were the most improved, EA was already planning on selling player cosmetic add-ons in those modes.

That is why traits don't affect sim's behavior or how fast they gain some skills or not, that is why their wants are just randomized with no trait influence in mind, common interests don't actually matter much in social interactions and relationships... add the emotion and moodlets system that overrides traits on the sim's autonomous behavior making all of them react the same way no matter their traits and that is the main reason why The Sims 4 gameplay is so bland for the people who like the simulation aspect. It's perfect for those players who just use the game as a creator tool for their own stories when it works and it is not infested with bugs, and it's cute and intuitive for builders-only/CAS-only players, but for a lot of people who liked the previous games interactive gameplay it's so very lacking.

As for Project Renee... it's doubling down on the multiplayer + roblox template and the more news I see of it, the less interested I'm in it.

[u/cyanisticblue] [5 pts] [Nov 23, 2025]
Wow, I love all the points made. But specifically on the Sims part....

They already perfected the formula with Sims 3. It just needs to be remastered and with a few modern tweaks at that. Its biggest constraint right now is that it's a 32-bit application, hence the more limited RAM usage for such an intricate fun life sim. If they update that, as well as the sims' looks and graphics, I'm sure the core Sims community would like that as a better direction for Sims 5.

[u/blondiesweett] [4 pts] [Nov 23, 2025]
100% agreed.

[u/blondiesweett] [10 pts] [Nov 21, 2025]
You pointed out so well! That's exactly the reason why i try so hard but never can enjoy sims 4 gameplay. I don't care about the build mode/CAS stuff, I just want to play and enjoy the simulation part. As a storyteller player, sims 4 is incredibly empty. Even with all the DLCS I feel that there's nothing to do on that game if it's not creating a sim/building a house. I hate it. Can't even spend more than 10 minutes on it.

[u/blondiesweett] [12 pts] [Nov 21, 2025]
I remember creating the same family on both games, 3 and 4, to see the differences. On sims 3, my sims started to flirt with the wrong people immediately (it was a couple of sisters dating twins, and both started to flirt with the WRONG twin on purpose), which created SO much drama and entertainment lol. It was so FUN. While on sims 4, the same sims with the same relationships and traits just don't do anything at all. There's no drama, no story. They just stand there. It's awful.

[u/LazyBarracuda] [12 pts] [Nov 21, 2025]
I would argue Rimworld is a complicated survival life sim and, for the bulk of it, just the founder and a couple of other people were working on it. It doesn't need lots of animations because the art style is simple, but the processes are complicated and there is free will and personalities that affect colonist behaviour and relationships. It has always been a smooth game, even in early access.

[u/ZeeMastermind] [2 pts] [Nov 23, 2025]
That's not a bad point at all. I would also throw Factorio and Satisfactory out there as games with complicated mechanics from small studios (Factorio started with around 3 at the beginning, eventually scaling to 30, and Satisfactory with around 70 or so). 3D vs 2D requires a large shift in team size (unless you're Minecraft).

Perhaps Paralives' problem is an unwillingness to make sacrifices somewhere (gameplay, animations, detail, etc.) to accommodate for such a small studio size. Maybe graphics similar to "Project Zomboid" or "Sims 2" would've been a more achievable goal.

[u/MayaDaBee1250] [63 pts] [Nov 21, 2025]
I don't think Paralives has an Engine problem. They are building the game on a Unity engine so I wouldn't say they are noticeably worse off than inZoi using UE5. I really do think people are making too big a deal over the bad routing/pathfinding in the game. And that's not a Unity-specific issue. That just tells me that they've been sloppy because they were racing to get the game out by 8 December.

The bigger issue I would say is that they have a Design Problem. And I'm not talking about the art style, I'm talking about the actual gameplay.

From what I've seen from inZoi, I understand what they are trying to do in terms of gameplay. There are interesting ideas about life and how we choose to live our life and how the choices we make determine our purpose in life. They lean hard into the idea that the game is a simulation and your zois are living in a simulation. They have introduced ideas like karma and the afterlife and concepts of fate and destiny. That, to me, are all features that reflect the developer's vision of the game that guides the design of the gameplay. I can see what they are trying to do in the game, even if it's not always successful or I don't like the feature.

For Paralives, I don't see that at all and from what I've read, they have never communicated what they want the game to be aside from just a "cozy Sims-like". But what does that mean? I don't think they have a concept of the game's design beyond what it visually looks like. This you cannot excuse away with "small indie team" "early access" blah blah because this is the first thing you should have done. This is presumably what Alex Masse, the lead developer and owner of the studio, should have had propelling the development of the game and what he introduces to every new person joining the team. This was the same issue Life By You had at its core. And to take your own quote, you cannot content your way out of a lack of vision and gameplay design.

[u/MayaDaBee1250] [29 pts] [Nov 21, 2025]

Oh this insight is really interesting and kind of not surprising because I'm not a supporter but always got the feeling that their game plan hadn't moved beyond "Sims 2 fanfiction". I feel like they could really benefit from a narrative designer. Even just getting someone on contract for a couple of months to help them brainstorm and think through what they want this game to be.

[u/SimmerLella] [-3 pts] [Nov 22, 2025]
It's more like Sims 4 fanfiction. It even has a Flirty emotion with similar animation ideas. I thought we hated emotions!!! But apparently, the new players are fine with Sims 4 junk.

[u/Merpedy] [15 pts] [Nov 21, 2025]
I suppose that explains why it's not very clear what the purpose of the wishes or the goals system is that they showcased in the livestream. It just felt like it was thrown in to feel like they had more content than they do

I quite liked the sound of the overall life goal that you develop as the para develops as they play the game. But I think I'm expecting it to be a lot more than it probably will end up being. I also think there's a good reason that something like the Sims just lets you choose a life goal - Paralives seem to be marketing towards players who want to micromanage the gameplay but then weirdly taking away their choices to micromanage at the same time, someone pointed out that the chat options may not go the way you as a player want them to go for example.

It doesn't feel like they have a clear view of what they want the end product to be or who their target audience is. Like I understand why they say they plan to accommodate for all types of players but I think that's something you think more about when you have a good base game

[u/CryingWatercolours] [-4 pts] [Nov 21, 2025]
they didn't change how the needs system works so much as changed how it was portrayed. i asked about cheating and jealousy, and they said there were basic systems around it. also remember the posts we see, like life goals, are delayed a little from when they're actually implemented.

nitpicky but the words you use really affect how others perceive things and ur word choice felt misleading.

[u/CryingWatercolours] [1 pts] [Nov 23, 2025]
im pretty sure there was still a numerical value behind the scenes. it was just visualised differently. and id also assume that needs are still more likely to decrease at certain times.

afaik, they didnt find that system hard to work with, players just preferred to see bars over text. i dont remember reading anything that suggested the systems behind that actually changed in any meaningful way.

and yes i dont think jealousy is that deep yet but i can confirm there is jealousy.

also when i say delayed, i mean they work on things for a while before they show the patrons, not before the public

not tryna shut u up so much as correct a few things

[u/Antypodish] [21 pts] [Nov 21, 2025]
I can confirm this is not the engine issue. Many games uses Unity Navmesh and work just fine. Like for decade, or so.

I do myself nav and pathing in my current project. Including wall placing. And I didnt have such issues they presented in a vid, that I wasn't aware where problem may be and how to fix it. Usually it was just matter of take a time to sit down and to work on it for a bit.

By seeing characters going through walls, and knowing how navmesh and pathfinding in Unity works, I can suspect few issues.

Either walls doesn't stick to the floor. Specially may be problematic for slopes, by setting parameters incorrectly. Or worse case scenario, the map is "again" faked and objects have been placed in Unity editor, not using ingame building tools.

There is also an option, that colliders are not registered correctly, specially next to windows, or corners. But since they use in engine tools, I don't see why that would be the case. Unless they do something weird.

Another problem may be, that walls are too thin, and collision is not registered, while as we have seen characters clipping through walls, it is matter of configuring the Navmesh tolerance.

But the reason for that is, based on their designes choices. They made characters able to walk between tidly placed objects. Like chairs, tables close to walls, etc. Which lead to above issues.

Also it appears, characters walk through each other. There may be valid choice for it. Like preventing characters stuck in doorways, or stairs. But there are solutions for that too. The Sims had that also solved.

Of all above, these things should be ironed like a year ago at least. If not 3 years ago. But not dealing with problems like that week before release. As it may indicate fundamental issues with the game design. And after thoughts.

[u/blondiesweett] [3 pts] [Nov 21, 2025]
You have a great point.

[u/MayaDaBee1250] [16 pts] [Nov 21, 2025]

Paralives isn't a large simulation. We're talking about running pathing calculations for like 30 NPCs which Unity can handle easily rather than 1000 pedestrians + 5000 cars which is what CS was doing. It's just not the same to make a comparison in terms of the engine's capabilities.

But also CS1 was built on Unity but that was a well-optimized, large simulation game that wasn't rushed out to release. Let's not ignore that CS2 had bad coding and sloppy, unoptimized assets at launch which caused a lot of their performance issues.

[u/Banaanisade] [20 pts] [Nov 21, 2025]
AI is a nightmare. I've played various strategy/city building games my entire life and one thing that kept inevitably happening with every single one up until only a few years ago was that when you played the game long enough, the AI collapsed. The games had a code-based life expectancy, so no matter how well you designed your zoo in Zoo Tycoon or your city in Black & White 2 or your prison in Prison Architect, at one point, the AI of the inhabitants would stop working.

Sims 3 had this issue for me also: NPCs would pile up in glitched spaces and lag out the game, particularly wild horses. Reset all by code worked for a while but not forever.

I can't imagine the nightmare that coding these things is. I can't picture how people chase down the bugs, either. How do you know what broke something, when it might not even be happening in the same room - have anything to do with the glitched character whatsoever?

[u/SimmerLella] [3 pts] [Nov 22, 2025]
They don't have to go that route. Sims 3 was poorly built and unoptimized - very sloppy. Twallan fixed most Sims 3 issues with mods, even though some things required user help like resetting things occasionally. Much of that could have been avoided by careful, thoughtful developing and building correctly with much more testing.

Computer power is a factor, too. I didn't/couldn't play TS3 until later on, when I had a newer computer. I had no lag, just crashing due to 32 bits and my older graphics card. Although, I like to research and prepare, so I started with Twallan's NRAAS mods fairly early into gameplay. (Also, I never played Isla Paradiso, LOL.)

[u/eleventyseventynine] [28 pts] [Nov 21, 2025]
Yeah I've been thinking the same thing lately. LBY had a large publisher behind them and a financial backing and they still couldn't pull it off. Inzoi is coming along, but not without struggle and headache, and they're also from a large gaming company. So what can small indie devs accomplish if this genre is clearly beating so many large companies?

Lowkey, I would feel better about Paralives if they got bought out by a major studio (not EA please) and was able to continue game development without Patreon.

I'm hoping Inzoi and Paralives can pull it off because we can't be left with TS4 forever and whatever free to play microtransaction hell EA has cooked up

https://preview.redd.it/ws726k4avm2g1.jpeg?width=735&format=pjpg&auto=webp&s=929a9e6a4dd73c

44044617ba46438c7db63e817b

[u/Antypodish] [15 pts] [Nov 21, 2025]
It is not about the money as much, as the needed right range of skills, focus and the vision.

See past few years, devs from various known and respectful studios started number of projects. Had backing from the community and money. All because of promisses. And yet, most of them died out spectacularly.

On other hand expedition 33 had a plenty of money and right expertise, leading to their success.

Strawdew Valley started single and had soon a publisher to help out.

Mincraft was single dev.

Scale differnts, but still, vision is one of the critical factors.

Will White had it. Mostly. But didn't go withouth going agints CEO decisions. Some stuff been worked in a secret for a prolong time. Because other didnt see the vision. And then something clicked. And we got The Sims series.

[u/KyuzoNoodle] [42 pts] [Nov 21, 2025]
i'd be curious to know how many people worked on the sims 1 vs the sims 4. because yeah, the sims 4 probably hired way more people, because the scope of the game was bigger (and they've been working on it for centuries lmao). i look at paralives and don't see or expect the work of 500 people because it's just.... not that kinda game? like it's a much smaller scope. that's what i think of and shrug and keep my cautious but mostly optimistic hope alive. comparison is the thief of joy, and the game isn't even out yet. i'll judge it when it gets here

[u/celestialkestrel] [69 pts] [Nov 21, 2025]
Sims 1 did start as a very small team for a long time. Just a handful of programmers. But what's important is, they were mostly specifically behaviour programmers (Aka people who work in entity AI). People keep trying to make it seem like Sims 1 was ONLY a building game and then they decided to do live mode afterwards. But it's an oversimplification of Will Wright's work and story.

Will Wright has always been passionate about the AI systems for simulation games. Even before the Sims 1 that's what he was pushing the envelope on and it's what he tried to continue pushing the envelope on afterwards. That interior decorator game he worked on before Sims 1 and inspired Sims 1 wasn't just decorate and call it a day. He wanted characters to react and rate their surroundings and be impacted by it from a personality standpoint. It's why Sims in Sims 1 and Sims 2 are impacted by their environment and have an environment need. It was the whole reason he was inspired to do any of it in the first place.

So Sims 1 did originally start off as a small handful of developers for a team and then grew when, after years, Maxis finally greenlit the project. But they were focused on the living of the sims above all else and had the technical skills to develop and experiment to achieve that. And I do think that needs to be the focus above all else in this genre. Since it’s a simulation game, which is a genre that is often made or broken by it’s AI systems.

[u/Antypodish] [38 pts] [Nov 21, 2025]
Also worth to add, Will had multiple other games under his belt. Including famous well known AntSim. Which already gave Maxis ahead start, in comparison to any 3D life sim we have seen past few years.

Withouth that critical experience, which The Sims had at the start and none of such games currently in dev have that expertise, hence they will more than liekely not reach the feadility of The Sims gameplay.

[u/TurbulentDeer5144] [8 pts] [Nov 21, 2025]
ANT SIM!!! I haven’t thought about that game in so long... it was very novel!!

[u/Antypodish] [1 pts] [Nov 23, 2025]
Yep, I remember played a lot of it back in days.
It was so fun from my memories :)

[u/Kika2] [7 pts] [Nov 21, 2025]
Okay, this is EXACTLY the comment I was looking for after skimming over the first part of the post... huh?? The dev team for sims 1 was not large, and they executed it perfectly. The major difference between then and now if you look at 1 vs 4 was the drive, care, and time put into the project. Quantity doesn’t equal quality.

[u/Character-Trainer634] [9 pts] [Nov 22, 2025]
>The dev team for sims 1 was not large, and they executed it perfectly.

Sims 1 had a small team starting out. But once serious development started, the team grew pretty big. Here’s a list of credits from Moby Games. (Scroll down to where it says "Development" for people who actually worked on the game itself.)

[Sims 1 Credits List](https://www.mobygames.com/game/860/the-sims/credits/windows/)

[u/LannerBlack] [28 pts] [Nov 21, 2025]
You’re absolutely right about every point you make, but I disagree with your main statement. I don’t think life simulators are too big for indie developers; it’s just that they’re taking the wrong approach when it comes to developing one and that’s missing the whole point and the core concept of the genre.

The core of life simulators is behaviour and interaction. The whole genre revolves around the behaviour of the simulated people and their interactions with the environment, and that is where indie developers fail. They focus too much on the aesthetic aspect of a life simulator, the building aspect or the cosy aspect (which, to me, is their biggest mistake, a life simulator shouldn’t be "cosy"), or on adding things they want to see in The Sims

franchise, instead of having a solid base to work with, something that The Sims has completely dominated.

[u/StrikingWillow5364] [2 pts] [Nov 23, 2025]
The thing is, most players are interested in the cosy, aesthetic aspect of life sims, and especially for an indie team who rely on patrons for support, it's crucial to convince the cosy gamers that their team is going to scratch that itch. Just look at Animal Crossing, it used to be a life sim as well, and ever since it transitioned to being a cosy decorating game, it's popularity boomed.

[u/glitterary] [1 pts] [Nov 24, 2025]
I think with Animal Crossing, it's impossible to decouple the popularity of its latest release from the timing of it: lockdown 2020. It was HUGE, and everyone was on it (remember Elijah Wood visiting someone's island?), because the world was essentially a captive audience at the time. Whilst I've heard some excitement about the upcoming DLC, I don't think it's really had a sustained popularity when compared to the initial frenzy.

[u/Sketch-Brooke] [41 pts] [Nov 21, 2025]
I'm probably not supposed to share this, but Paralives update today says NOTHING about the delay.

They're showing off townies and their houses. No mention of live mode or what they're doing to address the issues the testers pointed out.

They are in WAY over their heads here.

[u/Historical_Bus_8041] [25 pts] [Nov 21, 2025]
This was a sign of huge trouble with LBY - continually showing off the same handful things instead of the actual gameplay, and just not mentioning the things people were mainly concerned about.

[u/guiltandgrief] [27 pts] [Nov 21, 2025]
This is all they've really done since the start and it's why I stopped being a supporter on Patreon.

After a certain point it just felt like a group of friends were getting paid to do some cool things *they* wanted to do or see in a game and there was no cohesion or actual gameplay behind any of it.

[u/theykilledcassandra] [12 pts] [Nov 21, 2025]
That's so disappointing. I'm very curious how the November 25 video is gonna go.

[u/blondiesweett] [1 pts] [Nov 21, 2025]
Where did you see it? Here on Reddit?

[u/Sketch-Brooke] [4 pts] [Nov 21, 2025]
I'm a patron.

[u/blondiesweett] [1 pts] [Nov 21, 2025]
Ohh got it!

[u/CryingWatercolours] [-1 pts] [Nov 21, 2025]
as a patron, why would they? posts are planned in advance so today's was probably last week's or the one originally meant for today, but they've already confirmed to us they'll be updating us on Live Mode and they were talking about it in Dev chats/disc.

[u/Local_Pomegranate_10] [22 pts] [Nov 21, 2025]
I really really want a big triple A studio to step up to the plate and make a Sims competitor. People saying Paralives could be a competitor are unfortunately very wrong, that game is bound to be pretty small.

[u/FuckerOfEverything07] [20 pts] [Nov 21, 2025]
Imagine a life sim by Rockstar

I feel like out of all big companies only they can pull that off since their games are very detail oriented

[u/StrikingWillow5364] [1 pts] [Nov 23, 2025]
Rockstar making a life sim would be genius though, part of what makes their games special is how much they feel like an actual simulator, being super open-ended, giving the players free reign on whatever the heck they wanna do.

[u/lakired] [1 pts] [Nov 24, 2025]
I would have *very* little hopes for this. Even Rockstar has pivoted away from the SP experience in favor of their multiplayer micro-transaction modes. What we'd get is something more akin to an MMO with the core of the game built around the extractive multiplayer experience first and foremost.

Which is going to be the case for all of the AAA studios. There's simply more money to be made from milking microtransactions and subscriptions on live service games than there is from producing high quality single player games. What you need is a AA privately financed/owned company, like Larian, that has the creative freedom to pursue game play over profits.

[u/Alarming_Manager_332] [1 pts] [May 27, 2026]
The Sim part of it is incredibly hard to do and resource intensive. I think it's smart (albeit sad) that Rockstar haven't gone in that direction.

[u/Alternative_Mark_244] [6 pts] [Nov 21, 2025]
"4. Pathing: Is there a baby on the floor? (STEP ON IT)*"

[u/Mind-y] [23 pts] [Nov 21, 2025]
While I agree with your post I also think it is important to say that there may be different types of games within life simulation that are being discovered now that we finally see other games being made.

For example, I am not particularly a fan of Inzoi, but when I look at what is being said in their sub, it is obvious that some people love this kind of gameplay.
And when I read the various comments about the live mode in Paralives, I noticed that although some players were very disappointed, others, including myself, found the game really promising. This shows that calling something a life simulation game does not automatically mean that all these games belong to a single unified genre now that competition is being made.

Most people entered the life simulation game genre through The Sims, but each of them has, in a way, developed their own idea of what a better version of The Sims would be, or what a different version of that game could look like, with different desires and different types of gameplay etc... This does not mean that we will never see another game capable of achieving the same level of success as The Sims and bringing together a very large audience. But my impression is that what is emerging right now is a set of different subgenres within life simulation, expressed through different kinds of gameplay.

And I also agree that sometimes it is simply a matter of the technical means available and the size of the team. I feel that expecting Paralives to offer something on the same level as The Sims or InzoiI is setting ourselves up for disappointment, because of the budget and the number of people working on the game. And I might be wrong, but it seems to me that Paralives should really be understood as a niche indie game, rather than a game meant for a general audience.
While Inzoi seems to aim at attracting a broad audience, it actually has, at least for now, also a more niche kind of gameplay.

[u/Kkffoo] [3 pts] [Nov 23, 2025]
I think this is a very insightful comment, it’s very easy to not be aware how others prefer to play life games, and I do hope we see a broad spread of approaches in the future.

[u/PassTheWinePlease] [43 pts] [Nov 21, 2025]
I disagree that the sims has it down to a science. After years of broken packs and updates; yes they hold the current market but Inzoi (because Paralives is not out so I will not speak to it) is showing that it’s possible.

With each Inzoi update I do feel like the game is slowly becoming more complete. I should note that they call it "free DLC" but I treat it as just a new update for a game in early access (which is it). I would compare Inzoi to Palworld in early access- very dry, got a little bored but after coming back to it from a year or two of updates, I got sucked back in. I’m optimistic that Inzoi will follow a similar trend.

We just need to give these companies time.

[u/Silly-Snow1277] [31 pts] [Nov 21, 2025]
EA has the most experience with the Sims. I also wouldn’t say the have it down to a science but in general I’d assume developers know about what they can and can’t achieve?

I think Inzoi is a good example.
They started not ideal with early access, but it seems to have improved? (Haven't had a look since a while). I'm hopeful how they develop it further.

But how will their business model function going on? No clue.

[u/MarSnausages] [7 pts] [Nov 21, 2025]
I wouldn't say EA has it down to a science lol

[u/zombiekittehh] [17 pts] [Nov 21, 2025]
I don't get why the sims could make it in the early 2000s but now it's impossible... literally all we want is the sims gameplay but with pretty graphics and an open world and not have a greedy company running it. You would think with AI and all the tech we have that it would be more possible now than ever. Its like every game company just forgot how to make decent games.

[u/Character-Trainer634] [27 pts] [Nov 21, 2025]
>I don't get why the sims could make it in the early 2000s but now it's impossible...

The Sims 1 was a much simpler, mostly two-dimensional game with pixelated graphics and no open world. It was much smaller in scope and complexity than later Sims games. Sims 2 was a gigantic leap forward in technology (with fully 3D graphics, aging, more robust worlds, etc.), but even it's considered limited when compared to the kinds of life sims game people are trying to make now.

In general, games were easier (and took less time) to make back then than they do now. It's like advancements in technology have made more things possible. But because more things are possible, there's more for developers to do, so making a game just takes longer.

[u/Jammy_Jasper] [27 pts] [Nov 21, 2025]
Exactly. Expectations are *significantly* higher today than they were when the Sims 1 came out, so it isn't fair to compare it to modern games. The Sims 1 basically invented the genre. It didn't have the same pressure

[u/Antypodish] [22 pts] [Nov 21, 2025]
Because pretty graphics is extremely costful.
And if dev team spend all focus on making things pretty, there is no focus on actually making core gameplay mechanics.

Like literally every person can be an artist adding bits here and there, to make prettier.
Add tree here, add green color there. Add clouds etc. But adding realism, increases the cost exponentially.

That is why Rimworld has simplified graphics. Because they new, they have no resources to make such game in 3D.but they had all needed skills, to make living world.

So ask anybody about AI logic for characters autonomy, you will hear crickets. Because it

is extremely difficult and it requires range of skills.

[u/pokeaduck] [2 pts] [Nov 23, 2025]
Please look up dwarf fortress and see how many devs it has before you go restricting indie devs like that

[u/garaile64] [1 pts] [Nov 23, 2025]
Also, just because something is extremely difficult, it doesn't mean it shouldn't be done.

[u/StrikingWillow5364] [1 pts] [Nov 23, 2025]
There was no open world in the early 2000s simulators, and even Sims 3 needs a freaking space ship to run it. A Sims 1 calibre game just isn't going to cut it in 2025. And developing an open world is insanely difficult, especially for an indie team.

[u/zombiekittehh] [1 pts] [Nov 24, 2025]
Every Sims game that came out I would have to update my computer. I burned up a laptop trying to play on it once and it's the reason I know how to build computers now so idk why people think they can run the newest games on pieces of crap.

But why is it suddenly so difficult to make an open world life sim when we've had Sims 3 and GTA. Idk why everyone is getting stuck on Sims 1, I never mentioned it but all 3 came out in the early 2000s and each was vastly different and then it was like they just gave up to be greedy and make as much money as possible. I'm saying if they could do this stuff back then, why not now? Why have gaming companies gotten so crappy? Where did all the great devs go from back then that was putting out new and amazing things every few years??? Why do we have to depend on China or South Korea for decent games now bc everything the us outs out is dog shit? You mention indie, but the Sims started as just a small team and they quickly grew... Then look at the money poured into paralives and where it's got us after how many years now???

[u/StrikingWillow5364] [1 pts] [Nov 24, 2025]
Sims 3 came out in 2009, how is that early 2000s? Also by the time Sims 3 came out EA was pouring lots of money and resources into it. Sims 1 was developer by a small team, true, but 2&3 weren't. 2&3 has lots of resources and a big team behind it.

Honestly the gaming industry is different now. And open world life sim is so resource-demanding and the market is so heavily ruled by the sims, companies just don't deem it financially viable to try to enter the market. Sims 1 entered into an uncharted territory and created monopoly over it quickly.

[u/Upstairs-Repeat-5824] [3 pts] [Nov 21, 2025]
Beautiful explaination! Hard agree. Though I'm not sure they need 500, just double the team size and better time management + more focus on coding game logic, less focus on design.

[u/Astrid_hamsterhelper] [3 pts] [Nov 22, 2025]
You put what I've been thinking for a while into words. Perfect break down!

[u/AlarmingDurian8787] [3 pts] [Nov 25, 2025]

In Sims 1 basegame you were pretty much lot-trapped. It was only with expansions it got bigger. I don’t think an indie lifesim is impossible, it’s just both audiences and developers want the big stuff out the gate. Like make it "small". I think in 2025 we can do better than being trapped in a single lot, but also there’s nothing wrong with a small open world. I’d take a small village or town with a few shops as long as it all works. In the digital age, maps get expanded all the time.

[u/simthesize] [13 pts] [Nov 21, 2025]
Call me delusional but I still have trust in Paralives.

Also, on top of the design challenges, companies also need to manage profitability. They need funds to develop a product they intend to start selling only a few years later. Yes, life simulations are complex and it’s difficult to compete with The Sims because even if a company ships a decent product, what if they can’t get enough people to abandon their favorite life sim game and "start over"? What if there’s no buzz around the game and it just flops even though it’s a decent game? So people in charge will rather invest money in franchises that are already popular and less experimental. In an ideal world maybe even LBY could succeed if they were given a high enough budget to not have to go the Early Access way.

The alternative is what Paralives is doing which is crowd-funding. But instead of convincing investors or executives they need to convince us. That’s why they kinda sorta have to show bits and pieces that look promising. No one would even know about this game if Alex stared with showing the foundation for the simulation and gameplay. Without characters, environments and other "tangible" things that express the visual direction in which the game is heading, there is no "game" to show, because without those things the underlying simulation is kind of invisible. So yes, they kind of started backwards but I don’t know if there was an alternative if they didn’t want any corporate backing.

Btw the pathfinding is bad but it’s totally fixable imho. I think people are blowing it out for proportion.

Having said that, I honestly thing a game that is basically all the best parts of Sims CAS and build mode could stand on its own even with minimal gameplay. At least in Early Access. There are so many players who only build or only make sims.

[u/Antypodish] [3 pts] [Nov 21, 2025]
Everything is fixable. That is why is worth leave it for the last weeks before planned Early Access. And we see results.

There are definatelly massive flaws in their approach.

[u/stellae-fons] [6 pts] [Nov 21, 2025]
They’re inevitably going to have to walk that back. Several indie studios have made promises like that they couldn’t keep later on (Hinterland for example), but I think overall the fan community was pretty forgiving given the amount of free and paid content they put out.

[u/Fun_Introduction7961] [8 pts] [Nov 21, 2025]
Ngl i think paralives will just say gg and run off with the patron money.

[u/SnooOnions4663] [8 pts] [Nov 22, 2025]
The OP used generative AI to make this post.

[u/Kkffoo] [1 pts] [Nov 23, 2025]
I'm not disagreeing, I just wondered what made you think that?

[u/SnooOnions4663] [1 pts] [Nov 23, 2025]
It's written in the same style used by chatgpt

[u/Tjsky28] [0 pts] [Nov 29, 2025]
So?

[u/onlyifitwasyou] [6 pts] [Nov 21, 2025]
I appreciate that you posted this in a way that makes people want to engage instead of immediately defending Paralives or attacking Paralives.

This is really not a hard pill to swallow for anyone who plays other genres, but hopefully for those who only play games in this type of casual genre, this post will serve as the wake-up call if they are not already awake to these facts.

I will say Paralives not doing paid DLC *is* how they're going to compete in this market and that is a conscious decision they should not go back on. They really need to find other ways to monetize, which will not be hard if they can find things to sell to consumers, but Paralives would not be able to stand a chance if they followed the same monetization model as competitors. I understand why you say it's not a win if devs starve, and I 100% agree, which is why I do feel their branding needs to step up so they can offer merchandise that's recognizable and fun to make up the difference.

But for indie teams, this is a lot. Even studios struggle with all of this for games with a way more standardized model (Nickelodeon All Stars Brawl comes to mind first.)

Hopefully we the players can win, as well as indie and small non-indie teams. I think just like Stardew Valley, this genre will thrive when dominated by creators who are closer to us than they are to big money corporate level. This is a genre I believe will thrive on community feedback, and we can see with Sims and EA that ship sailed long ago and won't be returning to the docks.

Edit; just found out you wrote this post with AI. Truly a shame.

[u/GuBuDuLe] [4 pts] [Nov 21, 2025]
Well, I'm a solo dev working on a lifesim so I can't agree but you have some fair points.

I'd say the first thing is to know what you're stepping into. And this is the main issue

with Paralives and inZOI: things weren't thoroughly planned. They decided "hey we're gonna make a lifesim" and they rushed headfirst with no real understanding of the challenges they were going to face.

When I talk about my game and all the things I want to put in it, most people think I'm crazy. But I'm not. It's been a long journey to even get to the first line of code. Months and months of research, trying to find the best way to build the systems, the AI, the world I want the simulation to be in and how everything is interconnected so I can finally have a logical starting point. Honestly, the game I'm working on, no one else could do it. And it's not bragging, it's a fact. I have a vision and it's mine. Just like the Paralives team and Krafton had their own (or lack of, in some aspects) and I couldn't do their game.

Or maybe I am crazy. If crazy means that the part of the game I'm most excited about is writing formulas and designing curves then yes, I am.

Speaking of curves, I'd like to add that if the AI is crashing when new decisions and actions are implemented, then the AI is not well designed. I can add hundreds of them without breaking the others. Of course sometimes I have to tweak a few things if they're in the same type of actions but it's normal behavior. They're still functional, not broken, it's just that they're now part of something bigger and need to be adjusted so they can match the new chain of actions. Breaking is pretty rare if your formulas and tags are well structured.

The thing is, from what I've seen so far, Paralives and inZOI are not using the Utility theory. Or at least not like the Sims used to do it. Even TS4 doesn't use it anymore. They're mainly using States and Behavior Trees, which totally kill the emergence a lifesim should be made of.

Edit: typos.

[u/lil_josh_swain] [2 pts] [Nov 21, 2025]
I think it's possible, but it'd have to a small team with other sources of income who view and love the project like Concerned Ape views Stardew. AKA a unicorn team that probably wouldn't ever exist in real life outside my wildest dream.

[u/[deleted]] [2 pts] [Nov 22, 2025]
Unfortunately this is the answer. Inzoi had the money to make this game decent but focused way too much on CAZ. The game itself is very incomplete. I won't speak on Paralives until it comes out but I don't have a lot of hope. I think paralives is like 14 people. Maxis had an army working on Sims like hundreds of people.

For all of you Sims 4 haters, just go back to playing Sims 3.

[u/dusty_pink99] [2 pts] [Nov 25, 2025]
My god this post is so high quality. I love you.

[u/PikaBooSquirrel] [2 pts] [Dec 20, 2025]
Not just the fact that they're a small team, but they are overly ambitious and newbies in game development. I think what sealed the deal for me was watching the livestream and seeing that they want all furniture/objects to be resizable and placeable anywhere. The freedom in the building mode is why some of the pathfinding is so jank. From an animation perspective, it's nice in theory but just not possible unless you have a strong procedural animation team, and even then, will likely be very expensive. They've spent 6 years developing a game that, imho, looks more alpha/beta than Early Access ready, and they naively spent most of that time on aesthetic elements rather than live-mode and gameplay elements. Which is *completely* backwards, and they would have realized that sooner in development if they had a more senior lead spearheading everything. Looking through the main developer's project history, he has NEVER worked on proper life simulation game or led a project like this before. They should have gotten the systems down first and prototyped it.

Small teams can work for large games like this, but usually only if they are largely composed of some sort of veterans in the game industry or very seasoned programmers in general. Especially when it comes to 3D games.

[u/teplavecernice] [7 pts] [Nov 21, 2025]
i see the argument you are making, but i disagree that a life sim game made by a small team of indie devs needs to strive for the same goals as an AAA life sim with tons of people and money behind it. and i also think that paralives is not going for a fully flashed out do-whatever-you-want life sim, and that's not a bad thing. it's simply not for everyone. i feel like people have vastly different ideas about what constitutes a good life sim and they expect that these new life sim games will be different/better than the sims in exactly the way they prefer, when that's just not how it works. even from the nature of life sims being basically a mash up of several other game genres, there are different types of life sims that focus on different things. personally, i have been quite satisfied with what paralives have showcased and personally i would be ok with the state of the live mode as it was in their stream. i know a lot of people expect/want more flashed out live mode, and that's fair, but i don't think it's reasonable to expect that from an early access game developed by a handful of people. i also disagree that ea has life sims down to a science - i agree that they have the sims down to a science, but the sims is just a type of life sim game. tbh i would even say that the different sims games are different types of life sim. i don't think that saying that small indie teams cannot develop a good life sim is fair. sure, they probably aren't able to develop something the scope of the sims, but i think they are perfectly capable (and in my opinion they have already shown that on patreon) of developing A life sim game that can find an audience and be enjoyable. if it's not some people's jam that's fine, but it doesn't mean it's bad

[u/[deleted]] [3 pts] [Nov 21, 2025]
How many people made Sims 2? Sims 3? Not being contrarian I genuinely don't have a concept for the size of the studio in 2004/2009.

[u/A-NI95] [2 pts] [Nov 22, 2025]
If the genre is perfected to a science why do Sims 3 and Sims 4 feel so different from Sims 2 (to the point many of us prefer 2)? The Sims name is more about the brand than perfecting a gameplay style because the game feel feom game to game barely feels the same genre

[u/Kitttcatnose] [1 pts] [Nov 23, 2025]
I agree. Sims 2 is peak sims. Sims 1 is great, it set the entire franchise in motion but some cons are it’s overly challenging, no genetics and no life stages, and no weekends. But it was so easy to kill sims, such wacky crazy fun humour, the music soundtrack was great, it had so many cool unique objects and gameplay interactions. Then Sims 2 took it to a whole new level, you got genetics, proper life stages, still challenging but not as bad, you get occult lifes with zombies, vampires etc. Everything since has felt very repetitive, I have no idea why in Sims 3, fears got removed, why when you completed an aspiration it just turned to stone and there is nothing else to do with the sims, the code went worse, the open world caused so many issues for so many computers, I hate that they removed rotational gameplay. ANd sims 4 well sims 4 is elf explanatory on why it sucks.

[u/spudgoddess] [4 pts] [Nov 21, 2025]
This is all very fair! What grinds my gears is EA refused to do anything about major bugs and yet kept pushing out kit after kit. Until they got scared by influencers leaving in droves due to recent events.

[u/burnthegarbage] [4 pts] [Nov 22, 2025]
a little shocking you had to use chatgpt to articulate this for you.

[u/sdtokc] [1 pts] [Nov 22, 2025]
While the no dlc model seemed Great espically since sims 4 has become even more nickle and diming us for kits it seemed like a great thing. I will say the kits are horrible unless its cas/ or a very specific type of build and buy because I know one on the early on kits would have been perfect to release with cottage living but wasnt. I dont have a problem with paying for dlc when its a good fleshed out pack. Sims 3 had supernatural for example. Let’s compare that to Sims 4 you have 3 game packs and an expansion pack with yes some stuff we didnt have in the sims 3 but half the stuff is completely bugged or downright unplayable or bugged. I get not wanting to pay for dlc for a half assed product. To expand your game you need to make money to pay the team and if you wanna make all the mechanics that people expected from the start you need more people. You cant expand without money. You need to start with the basics and then expand thats costs money. People need to realize you cant get an ea level product at an indie studio and expect them to do better than the multimillion dollar company.

[u/Aubrey-Grey] [1 pts] [Nov 22, 2025]
Thank you so much for explaining this. I’ve never really thought too much about the newer ones. I know nothing about coding but have always assumed it’s extremely difficult, due to all the things you mentioned, but didn’t really understand why.

[u/StoriesToBehold] [1 pts] [Nov 24, 2025]
Hot take here but while difficult a lot of "Life Simulator" games are NSFW games. The ones

that come close to the sims you can find on patreon and such that let you live a life but as stated they are NSFW most of the time I have noticed.

[u/SimmerLella] [0 pts] [Nov 21, 2025]
Challenge accepted.

(BTW, "We all fell for this." I never did. It was obvious to me the game was all BM.)

[u/marioferpa] [-5 pts] [Nov 21, 2025]
This post, and the comments, are full of theories based on nothing. Go join the patreon with the free seven-day trial and watch the gameplay stream. It’s not bad. The pathing fails because of a staircase and another thing having bad hitboxes, that’s mostly it. There’s gameplay, they didn’t make a dollhouse and forgot about needs and pathing until the very last moment, it will be alright.

[u/theykilledcassandra] [13 pts] [Nov 21, 2025]
If that’s the case, I doubt there would’ve been such a massive delay.

[u/CryingWatercolours] [-4 pts] [Nov 21, 2025]
the delay was not solely due to the bugs displayed in that stream. it was bugs and feedback reported in playtests, that returned to the devs between the EA video and the announcement. if you look at their notion roadmap you can see what is added, and the devs also said quite a few bugs from that stream were fixed while others are continuously improved.

[u/marioferpa] [-8 pts] [Nov 21, 2025]
Go watch it

[u/SimmerLella] [3 pts] [Nov 23, 2025]
We shouldn’t have to jump through hoops just to check their ADS and see if there might be a bit of quality in that game.

It’s not my job to research that game, it’s their job to sell it beyond their dumb Patreon.

[u/Honeywell-mts] [-30 pts] [Nov 21, 2025]
For those who don’t know this sounds good and like it’s a well put together argument but it’s gibberish. I’d like to think most could read and discern this for themselves but I’ve been reading this sub for the last week it’s clear they can’t.

I’m probably tilting at windmills here but someone is wrong on the internet...

[u/sleepinand] [28 pts] [Nov 21, 2025]
Do you want to elaborate on why you disagree or is that left as an exercise to the reader who doesn’t know anything?

[u/MayaDaBee1250] [12 pts] [Nov 21, 2025]
Discourse and debate isn’t the goal here. There’s clearly a handful of Paralives fans who have nothing better to do than whine and harass and name-call on this sub because the game was delayed and they need to take it out on someone.

[u/SuddenDragonfly8125] [1 pts] [Nov 22, 2025]
I think it’s funny that some of the louder Paralives supporters are saying this post is gibberish or completely wrong, when someone who spent 10 years working on The Sims (both 2 & 3) agrees with the OP.

[u/Honeywell-mts] [-10 pts] [Nov 21, 2025]
Not a fan Maya just a low tolerance for bs on either side.

https://preview.redd.it/yndrkrgkjm2g1.png?width=840&format=png&auto=webp&s=7f55ac900de74afa037ae62da0c653e6ef107863

You have devs who are so jealous this team is raking in money to make their game posting and then posts like this that just string words together that are complete nonsense. I would LOVE to have something pop up in my feed from this sub that was actually a call for discourse and debate. Probably best for me to unsub and move on instead of insulting what are probably children... or maybe bots. I can’t tell. lol

[u/MayaDaBee1250] [15 pts] [Nov 21, 2025]
But the OP is a) a backer for the game and b) did not write anything that displayed any jealousy towards the game or the developers so I guess my 6-year old brain doesn’t understand what this is in reference to or why you have such immediate vitriol towards them?

If you don’t agree with what they’re saying, that’s fine. There are parts I don’t agree with as well but jumping immediately to snide name-calling just screams that you’re taking this too personally. If you want discourse that is at your erudite level, nothing’s stopping you from hitting the new post button.

[u/CryingWatercolours] [1 pts] [Nov 21, 2025]
they allegedly did not write anything at all (gpt)

[u/theykilledcassandra] [5 pts] [Nov 21, 2025]
Where is the jealousy?

We’ve completely lost reading comprehension in 2025.

[u/Honeywell-mts] [-20 pts] [Nov 21, 2025]
See above. This was a drive by comment.

[u/ZinTheNurse] [22 pts] [Nov 21, 2025]
Hidden post history, shitty attitude and personality.

At least you made it immediately clear, to everyone, you are not worth taking serious.

Run along, strange, petulant child.

[u/ZinTheNurse] [30 pts] [Nov 21, 2025]

You can address me directly instead of strangely making a decree as if I am not going to be able to read your comment.

For starters, no, none of this is gibberish. Why you would make that assumption and then admit you don't actually know what you are talking about, is strange.

[u/Honeywell-mts] [-31 pts] [Nov 21, 2025]
I prefer the block and move on approach to idiocy.

[u/ZinTheNurse] [29 pts] [Nov 21, 2025]
Ok? You made an insane false mischaracterization of my post and are now going to block me.

Go for it, I guess.

[u/ThatSimsKidFromUni] [21 pts] [Nov 21, 2025]
So instead of actually engaging you just block people and call them idiots? Please enlighten us.

[u/impasbracelet] [15 pts] [Nov 21, 2025]
im in the field of game development especifically in mechanics development, i know ball let's talk, why do you think it is gibberish?

[u/arphe] [9 pts] [Nov 21, 2025]
I'm not the person you're responding to and I mostly agree with the general sentiment expressed in the original post. However, OP is overstating the problems in life simulator development while underselling other games and some of their explanations are not painting a fully accurate picture.

First off, this sentence sounds a bit like gibberish.

>In a Life Sim, **Context** is everything. This creates an exponential math problem called a "State Machine."

A state machine is not really a "math problem", it is like saying a set is a math problem or to keep things in the realm of computer science, a stack is a math problem. A state machine is a mathematical concept and has applications in computer science and digital design, it is not really a problem that you solve.

I also don't even know what exponential is referring to here. It is possible that OP means that as you add more states to your machine, the number of available transitions will grow exponentially but that also assumes that all or most states are connected to each other. Maybe OP is talking about some mathematical problem that either uses state machines or has applications for them that I am not aware of, but I am not a mathematics guy, I'm a computer science guy.

More importantly though, I don't really understand why this is connected to the concept of context in life simulator games (or games in general). If you were to take everything a single sim/character could do in a life simulation and use a finite state machine to

represent and/or decide their behavior then, yes, it would quickly become extremely complex and unwieldly, which is why no one would do that. That’s not to say that state machines are never used in the context of game development, but everything you do is not part of a singular state machine that controls the game’s logic.

OP then goes onto talk about cooking and OP groups separate systems under a singular action to make things sound more complicated than they are. As you very well know, you can have complex behaviors emerge from simple systems working together.

For example, pathing is pathing regardless of whether the character is cooking or cleaning or going to work, you can adapt your existing walking animation and have your characters carry things while they navigate the world. Similar thing with emotional states, you have a system that is responsible for determining how the Sim is feeling at the moment and that applies to every action they’re engaging in. You don’t "calculate a mood" every time they do something.

>**The Crash:** When you add a new feature (like "Jealousy"), you have to rewrite the math for every other interaction in the game. This is why simulation games are so buggy.

What math are we even talking about here? You can add triggers for jealousy after you’ve implemented the rest of social interactions. No re-mathing needed there. Some changes in the existing code will be needed but I don’t understand why the math of existing interactions needs to be rewritten.

As for other games, I have to fully disagree with OP’s claim that they are easier to develop. Sure, a mobile match-three game is going to be much less of a challenge, but you can’t really quantify it by saying X genre is more difficult than Y. Like, I can’t imagine a small team of devs delivering an RPG on the scale of Skyrim.

I think most of the time OP is talking about how difficult it is to design the gameplay and throwing in some technical terms to make it sound like the technical challenges are greater than they are. Though I should state that the technical challenges are definitely there, I am not necessarily saying that this stuff is easy to do. It IS a huge undertaking for a small group of indie devs.

So I agree with OP’s general points, especially the part about Paralives devs prioritizing the wrong things, but I think some of the things they said are bordering on technical-jargon word salad.

[u/impasbracelet] [3 pts] [Nov 21, 2025]
Ohh fair fair! You bring up some very fair points. Big text incoming because I’m kinda passionate about the topic haha.

I agree it’s kinda weird to call state machines a math problem, but I thought it was just... weird wording I guess? Because then they proceeded to talk about animation and that makes sense; an animation state machine is definitely more complicated in a life sim game if you have to factor all animation variations with their respective conditions. Keeping track of all those variables can definitely increase a bit computational cost compared to

games that don’t have to keep track of all that for their animations. The thing about calculating emotional state after each action I thought of it more as having to check after every action the possible emotional result which might depend on enviroment and success, thus adding what I inferred OP meant as context.

Adding new emotions might be easy or difficult depending on how the emotion mechanics are set up. They might be scalable or they might not, maybe for some possible workflows having to code the interactions of a new emotion might conflict with already established interactions or might require to rewrite some probability of existing actions.

Now for other games, to be fair I’m kind of 50/50. On the one hand, obviously for every system lifesim has that other genres don’t have, there’s another hell of a system that lifesim doesn’ have to deal with - you don’t have irt combat in Dollhouse Simulator 2 The Sequel of course. Buuut on the other hand I really do believe the complexities of lifesim are one of the main reasons why we just don’t have that many lifesims. I do think the complexities of all the possible random interactions between emotions, rigs and behavioral ai are mechanical reasons why one could say lifesim is "harder" to develop - however I would personally say that’s not because all those things are harder per se, but more because there are not that many referential models available. Sure, coding an open world physics based irt combat game will be incredibly hard but there are an infinity of games that have done it before - but lifesim? For a full scale dollhouse life simulation eeeeh, there’s not really that much work done that we have developer access to. Available engines are typically prepared for shooters, platformers, games mlre focused on physics and more traditional gameplay. So, I kind of feel getting into lifesim development can potentially be harder because you don’t have as many resources. And aside from the technical aspect, I am inclined to believe the game design can be incredibly hellish, but that’s another point that goes beyond what we’re discussing here.

Sooo in the end I think OP kind of worded things a bit weird yeah, I got the impression they aren’t that knowledgeable on actual technical jargon and the inside of how this all might actually work (and to be fair I’m not even that deep into this, as much as I’d love to get into npc AI and character interactions as a passion I’m not there right now). But thank you for this answer, it actually got me to reflect more on what I thought on this and you brought up some very interesting points!!!!

[u/arphe] [3 pts] [Nov 21, 2025]
Appreciate the response and your perspective.

I think your last paragraph is right on the money, OP is lacking some technical knowledge and is trying to express some ideas using terms that they are not fully comfortable with. Regardless of that, their broader point is definitely worthy of discussion.

When OP brought up Skyrim, my mind immediately went to the game’s physics engine. It is an area that I have zero experience with and wouldn’t even know where to begin. If I had to pick between working on a life simulator vs implementing that, I’d pick life simulation 100% of the time. I don’t think Bethesda ever fully cracked that problem either, many of their famous bugs can be traced back to their physics calculations going nuts. Maybe Starfield finally got everything sorted out assuming that it still uses Creation Engine,

haven’t played that one. I do agree though, references help a lot. Implementing a robust physics engine is a common problem across a variety of genres and having both tools and a whole library of knowledge available to you makes life easier. In comparison, figuring out Sim autonomy is a task you basically have to tackle on your own.

Regarding your point about game design being hellish, can’t imagine it being anything less than a massive pain in the backside which is why the Paralives devs really should have laid the foundations for live mode so that they could test their gameplay ideas and designs. It is one thing to come up with an idea you think is fun, it is another to see it in action. I am far more willing to excuse technical shortcomings as long as the gameplay is solid, and I know a lot of people feel the same way. I mean, I played the Sims 3 on a crappy gaming laptop for years, I can put up with a lot of bugs if the game is still fun. But like you said, this is a discussion for another day.

[u/DeadDandelions] [6 pts] [Nov 22, 2025]
OP’s post was a technical-jargon word salad because it was written by chatgpt lol

[u/loosie-loo] [18 pts] [Nov 21, 2025]
Ironic when your comment is literally just unsubstantiated gibberish.

[u/Frozen-conch] [11 pts] [Nov 21, 2025]
Sounds like a bot tbh

[u/Hamsaur] [7 pts] [Nov 21, 2025]
Bots act smarter than this guy

[u/b00pmaster] [0 pts] [Nov 25, 2025]
Ill be content if they just made a newer sims 2 with open world

[u/j_hnn] [-8 pts] [Nov 21, 2025]
This feels like a misinterpretation of their development process. Build mode is not simply "static" data. It generates data that live mode is heavily dependent on if anything, so establishing those core systems was not this issue. Also, just because there are big issues with pathfinding and animations does not mean there’s an engine problem. These are expected in a pre-release build. There basis for build mode is solid, but it definitely needs more polishing and focus on improving impactful bugs, which is their goal for the next 6 months.